

## EXECUTIVE SUMMARY

On Lego Island, when you click on the LEGO characters, you become them. You see the world through their eyes. You play their roles and learn how the LEGO world works. The tactile sense of LEGO bricks is retained, courtesy of a 3D world that looks real enough to touch.

You start your adventure at the Information center. There the Infomaniac points out some of the fun you can have around town. Each of the activities is centered around a LEGO kit, like the Police Station or the Pizzeria. The characters interact in a humorous way, with emphasis on sight gags. These people are warm and complex beings that encourage you to enter their world.

If you are a younger child, you may simply want to explore the town. You can play at the beach, ride jetskis, ride bicycles or just stroll around and look. The town is full of exciting events like car races and competitions-- you can entertain yourself for hours just watching the town hum with activity. As you get to know the place, you start to push the boundaries and play more complicated roles. All activities take place in a first person perspective.

If you are older, you jump to the harder mission-centered games. (The Police missions, The Pizza Delivery Missions, etc.)

In the Police Mission you soon encounter Shifty, the town trickster. This fellow is a mischevious little devil and he's always interfering with your work and planning nefarious deeds. As you move to the higher-level scenarios, you finally get a chance to capture Shifty and toss him into jail. Of course, even the finest LEGO jail can't hold Shifty for long, so don't be surprised if he shows up again.

In all missions, building is necessary for the solution.

For young children, just exploring the LEGO town is reward enough. For the older kids, the game lets you accumulate money, titles and awards that you can use to compare with your friend's or sibling's achievements.

This game combines simulation, twitch and adventure games in one product, crafted entirely in 3D. Its international flavor is enhanced with a consistent tri-lingual interface, using high-profile voice talent and popular music.

Scott Anderson  
Producer/Senior Project Manager

## CONTENT SUMMARY

LEGO has a "sovereign position in the universe." This wonderful toy is largely marked by a sort of affection "...a bond that is virtually emotional exists between parents and LEGO." No other product with world wide appeal is perceived by all families with such trust, credibility and endless hours of play and educational value. With its simplicity comes ingenious childlike innocent happiness and joy. It has become a universal heritage and tradition of hand me down fun from generation to generation. Lords of London, Supreme Court Justices, Astronauts, Military Commanders, farmers, bankers, housewives, teachers and postal workers can all remember playing with LEGO, purchasing LEGO bricks and giving LEGO sets as gifts. LEGO conveys values related to wealth, variety, diversity, life's evolution and change, style and tradition. Bricks are pleasant to look at and touch. They even make the noise of task completion. These are unique attributes of the world's most famous toy.

Preserving these values and enhancing the fantasy of LEGO while children are building and role playing is possible through CD-ROM and multimedia experiences. Highly colorful characters now have truly strong and identifiable personalities and behaviors. They are cheerful and authentic in a child's mind. As Seymour Papert, professor of Learning Research at MIT states, "We should think of the computer as what you make something out of, or as a medium that gives you the opportunity to express yourself and access what other people have expressed." Becoming more skilled at exploration, illusion, creativity and problem solving is what learning is about with LEGO on computer.

Paul J. Melmed, PhD  
Educational Research/ Development Director

## RANK AND FILE SUMMARY

There is a moment in one's childhood that usually stays with us for years.

This moment began when a magical spot was found somewhere in your room, somewhere on the floor, somewhere in a box in a menagerie of trucks and plastic and plush animals, cowboys, soldiers and blocks, bricks and LEGO pieces.

Most of the instructions were folded beyond recognition or lost (misplaced) but it didn't matter. You had these pieces that could be arranged in such a way as to transport you to a secret land where amazing things happen and only you knew how to get there. Through creativity you discovered the world about you and the consequences of your actions and most importantly you discovered "fun". Not to be too heavy about this but this play proved to be far more influencing in our perception of life than we possibly knew at the time.

Today, computer games are inarguably the "play" of choice. The industry, in its enthusiasm, has progressively presented bigger and better ways to shoot things, more realistic ways to tear out peoples spines, shinier blood ...and in dichotomous response, educational activity based programs surfaced. Educationally profound but somewhat lacking in well, fun.

And yet;  
this new medium of play is a wonderfully untapped source of creativity. If thoughtfully designed, can present this warm, magical place for discovery, creativity and involvement.

This now is the opportunity of the MINDSCAPE and LEGO team project: to present a multimedia environment where the child's own magic comes to life. Visuals, music, sound effects and voices in place to enhance the child's developmental fun.

The world on the screen is 3D. It's viewed from the first person perspective (LEGO characters eye view). When you drive the car through LEGO town, you really drive this car! You construct new things, you take apart new things and you choose the characters that you want to be. The options are for the discovering. To create, to play, to build and to discover the moment.

Wes Jenkins  
Senior Artist/Design

## INTRODUCTION

Music and sound effects begin and a LEGO logo appears center screen(hold 1 second). A pull back with a slight sweep rotate reveals the box of our product. The image ( chase scene) suddenly bursts to life with "D. Brickster" (the bad guy) racing forward and turning into 3D art. At 4 seconds,he bursts the box, pulls a wheely over our heads and races off the screen; followed immediately by the police car. With sirens & lights flashing,he zips off screen. A hole is ripped in the box through which we can see the sky. We in a zoom through this hole at 10 seconds.Pepper, the delivery kid skates by and a fast build occurs as we zoom into the box which begins to reveal an island (15 seconds) The fast build is rapidly creating a town. The sound of clicking bricks fades to waves against the shore and as we begin to zoom forward is broken by the sight and sound of a passing helicopter.This helicopter is piloted by "D. Brickster". he grins, waves and flies off in the distance (silhouette seen exiting hovering copter via rope ladder and he deconstructs the copter by pointing his debrickier at it.) We continue to zoom into a very much alive 3D LEGO town(20 seconds) and stop infront of the Information Center. The doors open. Dissolve to Lobby screen (30 seconds) Enter.

INFOMANIAC(the host): "**Hello and Welcome**" (said in major languages: English, Spanish, French,German, Japanese). A book on the counter(registration book) glows/the Infomaniac points to it with open arms as if he were presenting it to you.The user is prompted to select it. After X amount of time and selection has not occured; an arrow will appear and point to it. ( prompt cycles will repeat if selection does not occur). Registration book once selected, a new screen (1/4 size over background of lobby) will allow user to enter name, birthdates and language preferences. The program has just begun!

## LOCATIONS:

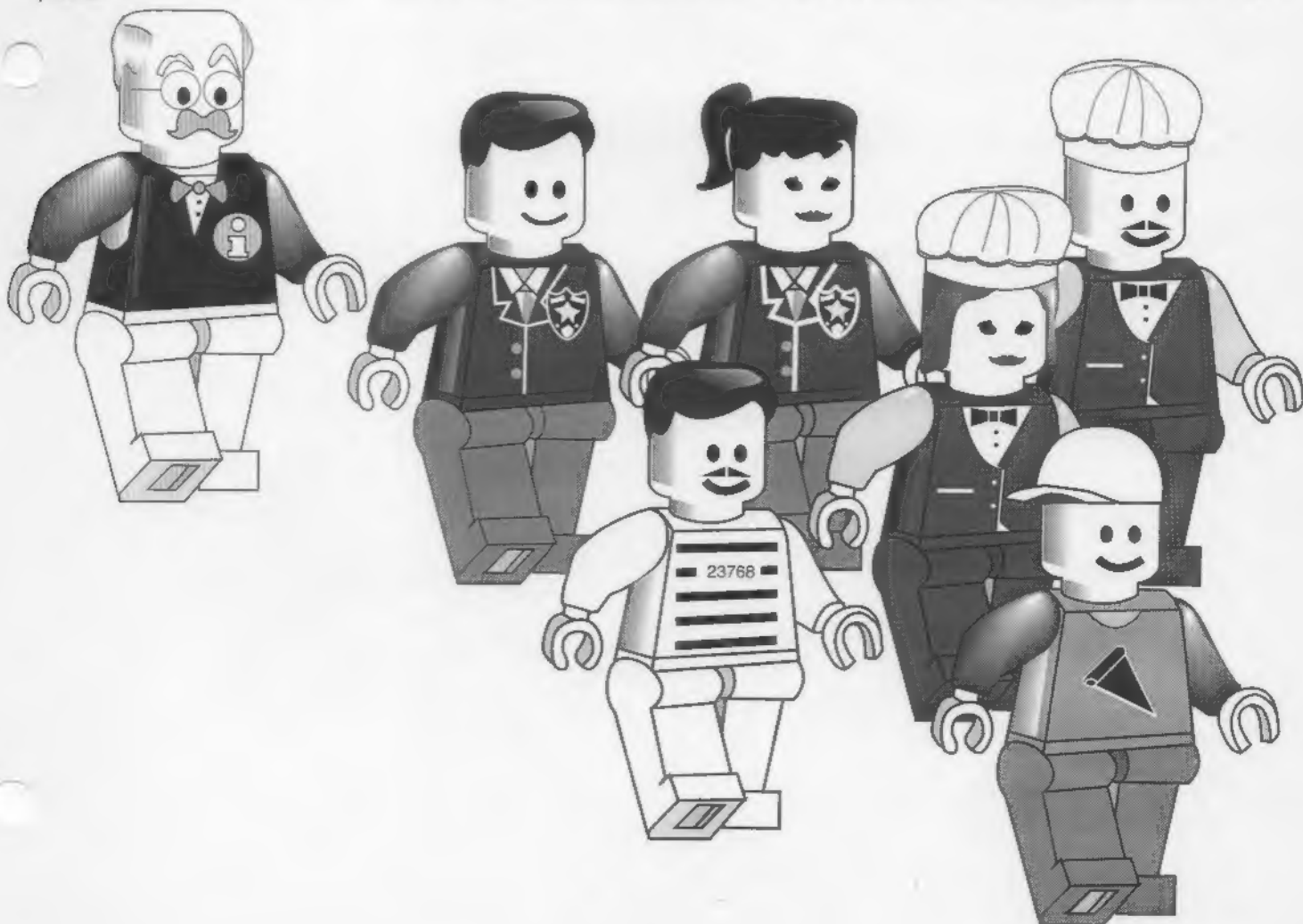
There are approximately 13 locations. 4 major ones and 8 minor ones. Major Locations: **Information Center, The Police Station, The Pizzeria, The Garage.** Minor Locations: Race Track( major activity), Beach (major activity), Post Office(activity), Bank, Store(major activity), Hospital, Residential(major activity construction site),and the Park(activity).

## CHARACTERS:

The product is character based and storyline specific.The working characters are:

There are seven major characters: The Infomaniac(Our Host), Nick Brick, Nora Brick (the detectives), D. Brickster or Shifty (the Towns' bad guy), Mama Brickolini, Papa Brickilini ( Pizzeria Chefs) and Pepper (the Delivery Person).

Other characters: race car driver(s), Jetskier(s), judges, Gas station mechanics, attendants and tow truck driver, ambulance driver, mail persons(delivery), bank teller, store cashier, family (residential), a reporter, Soccer player(s) in the park, misc. citizens and misc. mini figure pieces.



## THE STORYLINE

After you (the user) finish registering and the book is closed, the *Infomaniac* begins to explain the wondrous features of LEGO town. (He explains how you can be anyone you want to be just by selecting on that person or drive any vehicle just by clicking on it. He points to the Interactive map, the elevator that takes you up to the Observation Deck or transports you to other places in town, the...) and suddenly he is interrupted by a newsflash on the big screen T.V.

"**D. Brickster** has escaped from jail. All citizens are advised to be on the lookout for **D. Brickster**."

The new user while in the explore mode can contact the police( phone) when **D. Brickster** is seen and the police will show up at the scene and capture **D. Brickster** and cart him off to jail (only to escape again). The explore mode is non-competitive, activity based play. You can ride jetskis, race cars, stroll or drive about town, go into buildings and select hotspots, make pizzas, play pianos, watch TV, build (modify) cars (or a new house) or just hang around the park or the pizzeria and watch the action of the town go by. And as if that isn't enough:

The older "more experienced" users have mission opportunities. Competitive game play in role playing scenarios in which building is a part of the solution. Police missions (Rookie, Officer, Detective to Agent levels), Pizza Chef and Pizza Delivery missions, etc.

Meanwhile, back to the general storyline:

**D. Brickster** has managed to take off in the town's helicopter thereby eluding the police. Not only has **D. Brickster** disappeared, so has the helicopter. Authorities are worried, because the helicopter was the only vehicle special enough to chase and catch up with **D. Brickster**. Meanwhile, **D. Brickster** has deconstructed the helicopter down into bricks which he has hidden around town. As the game progresses, you find more and more pieces of the copter, which you take back to the crime lab or the garage for identification. Until you assemble this vehicle, or make a replacement, **D. Brickster** can beat you anytime he wants to. You keep going to the garage to see if you can reconstruct the copter. They have some of the bricks for the chassis, but the mechanic needs to order more parts to complete the task...and nobody knows where the plans are ( **D. Brickster**?)

Early in the game, **D. Brickster** steals (borrows) a **Debricker** from the residential building site. A **Debricker** deletes bricks, doors and windows. They are sucked away. Hence, **D. Brickster** causes grief with the **Debricker**. He uses it to take apart things that you will soon need to replace. He uses it to deconstruct road blocks behind him, spoiling pursuit and creating a bit of a nuisance if/when you are on a mission or even when exploring.

Use the **Bricker** to put back a wall that **D. Brickster** has removed.

Once you get the bricks together and reconstruct the helicopter, you can finally chase **Brickster** on equal footing. But, of course, you have to find him. Apparently, he knows you have a new helicopter and is hiding. When you get close to his hideout, he may dash out making another spectacular escape ( land, sea or air possibilities).

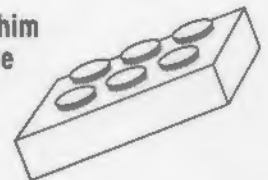
You respond to sightings from the public, but some people are easier to believe than others. You need to recognize everyone's speciality, and rate their veracity accordingly. Thus musical clues from Mama B. would be easier to believe than her math reasoning (see character bios).

You are able now to fly around in the helicopter and search. Too late! he streaks out through a back door. You give chase. He hops into his hotrod and takes off. You shoot from the air with your bricker: road blocks (or you may have previously set up some roadblocks in the right direction), you can finally capture Shifty. Of course, Shifty is deconstructing roadblocks concurrently and/or he maneuvers his way around them or he shoots doors through them.... eventually the search and chase leads you to the capture...by cornering him and building a wall/ building a jail or through other possible solutions ( removing the roof to the jail, hooking the **D. Brickster** with a crane, carrying him over to the jail, dropping him in and replacing the roof). You now become the hero of LEGO town; replete with parade and fireworks in all your name... as we end our game, we see **D. brickster** escaping from jail and taking off in the helicopter again.

This now is the storyline synopsis:

**D. Brickster** is taking apart the town. You must stop him and keep the town together.

You can only really find him or his hideout from above ground.



but:

The helicopter is stolen.

Bricks and clues are found and captured by all citizens and returned to the crime lab for eventual analysis and rebuilding.

A search, chase and capture from the helicopter occurs as our conclusion of the story.